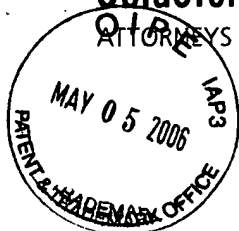


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Art Unit 2155

Attn: Mail Stop Appeal Brief-Patents

Re: U.S. Non-Provisional Patent Application
Application No. 09/755,085; Filed: January 8, 2001
For: **Networked Audio Player Transport Protocol And Architecture**
Inventor: **Stephen R. PALM**
Our Ref: 1875.0030001

Sir:

Transmitted herewith for appropriate action are the following documents:

1. Brief on Appeal Under 37 C.F.R. §41.37;
2. Credit Card Payment Form (PTO-2038) in the amount of \$500.00 to cover Appeal Brief fee (§41.20(b)(2)); and
3. Return postcard.

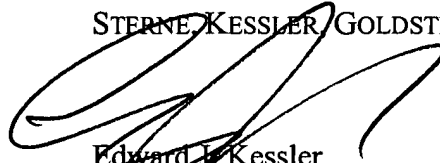
It is respectfully requested that the attached postcard be stamped with the date of filing of these documents, and that it be returned to our courier. In the event that extensions of time are necessary to prevent abandonment of this patent application, then such extensions of time are hereby petitioned.

Commissioner for Patents
May 5, 2006
Page 2

The U.S. Patent and Trademark Office is hereby authorized to charge any fee deficiency, or credit any overpayment, to our Deposit Account No. 19-0036.

Respectfully submitted,

STERNE, KESSLER, GOLDSTEIN & FOX P.L.L.C.

A large, stylized handwritten signature in black ink, likely belonging to Edward L. Kessler, is written over the printed name.

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Registration No. 25,688

EJK/YAT/jmh
Enclosures

528363_1.doc



THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of:

Stephen R. PALM

Appl. No.: 09/755,085

Filed: January 8, 2001

For: **Networked Audio Player
Transport Protocol And
Architecture**

Confirmation No.: 5148

Art Unit: 2155

Examiner: Kevin T. Bates

Atty. Docket: 1875.0030001

Brief on Appeal Under 37 C.F.R. § 41.37

Mail Stop Appeal Brief - Patents

Commissioner for Patents
PO Box 1450
Alexandria, VA 22313-1450

Sir:

A Notice of Appeal from the final rejection of claims 1-10, 12-14, 16-18, and 20 was filed on March 8, 2006. Appellants hereby file one copy of this Appeal Brief, together with the required fee set forth in 37 C.F.R. § 41.20(b)(2).

It is not believed that extensions of time are required beyond those that may otherwise be provided for in documents accompanying this paper. However, if additional extensions of time are necessary to prevent abandonment of this application, then such extensions of time are hereby petitioned under 37 C.F.R. § 1.136(a), and any fees required therefor (including fees for net addition of claims) are hereby authorized to be charged to our Deposit Account No. 19-0036.

05/08/2006 JADD01 00000016 09755085

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I. Real Party In Interest (37 C.F.R. § 41.37(c)(1)(i))

The real party in interest in this appeal is Broadcom Corporation, having its principal place of business at 16215 Alton Parkway, Irvine, California 92618. An assignment assigning all right, title and interest in and to the above-captioned patent application from inventor Stephen R. Palm to Broadcom Corporation was recorded in the U.S. Patent & Trademark Office (USPTO) on January 8, 2001 at Reel 011434, Frame 0833.

II. Related Appeals and Interferences (37 C.F.R. § 41.37(c)(1)(ii))

Appellants, including the undersigned legal representative and the assignee of the above-captioned application, are aware of no pending appeals or interferences that will directly affect, or be directly affected by, or have a bearing on the Board of Patent Appeals and Interferences ("the Board") in the pending appeal.

III. Status of Claims (37 C.F.R. § 41.37(c)(1)(iii))

This application was filed on January 8, 2001 and was assigned U.S. Application No. 09/755,085 ("the '085 application"). The '085 application included claims 1-16. In an Office Action dated May 06, 2004, claims 1-16 were rejected. In the Amendment and Reply filed on September 7, 2004, Appellant amended claims 4, 7, 11, and 16. Claims 17-20 were added.

A final Office Action was mailed on October 26, 2004. In the Office Action claims 1-20 were rejected. In response, Appellant filed an Amendment and Reply on January 26, 2005 and amended claims 7 and 9.

An Advisory Action was mailed on March 10, 2005. The Advisory Action maintained the rejection of claims 1-20. On April 6, 2005, Appellant filed a Request for

Continued Examination along with an Amendment. In the Amendment, Appellant amended claims 1, 8, and 14.

An Office Action was mailed on June 17, 2005, in which claims 1-20 were rejected. Appellant filed an Amendment and Reply on September 19, 2005 and amended claims 1, 7, 8, 14, and 16. Claims 11, 15, and 19 were cancelled.

A final Office Action was mailed on November 8, 2005. In the Office Action, claims 1-10, 12-14, 16-18, and 20 were rejected. In response, Appellant filed a Reply on January 9, 2006. In an Advisory Action mailed on February 8, 2006, the rejection of claims 1-10, 12-14, 16-18, and 20 was maintained.

A Notice of Appeal was filed March 8, 2006. Claims 1-10, 12-14, 16-18, and 20 are on appeal. A copy of the claims on appeal can be found in the attached Claims Appendix.

IV. Status of Amendments (37 C.F.R. § 41.37(c)(1)(iv))

Following the October 26, 2004 final Office Action, Appellant amended claims 7 and 9. The March 10, 2005 Advisory Action indicated that the amendments for claims 7 and 9 were entered. No further amendment has been filed by Appellants subsequent to the Examiner's November 8, 2005 Final Rejection.

V. Summary of Claimed Subject Matter (37 C.F.R. § 41.37(c)(1)(v))

The recent proliferation of high speed home networking technologies combined with the deployment of broadband internet access (e.g. xDSL, cable modems, satellite, wireless, etc) encourages and provides a foundation for consumers to listen to and view digital multimedia content. On one hand, users of computers have been able to play digital media content on their computer, but it has required detailed knowledge of

operating systems and application programs. On the other hand, devices such as televisions and radios have extremely simple and user friendly interfaces but are generally limited to receiving non-interactive broadcast programming. From the consumer user perspective, what is needed are receiving devices (players) with relatively simple to operate user interfaces in which they can interactively select content stored on media servers that is delivered via a network. From a system design perspective, protocols and interfaces are needed to provide communication between the user player and media server so that the user may navigate and select the particular media items to be played. Once the user has made her selection, a format for describing the pieces of content, the ordering of play, and other information must also be communicated between the server and the player before the transmission of the actual media.

The present invention relates to a communications system consisting of a networked multimedia device or player and a media server that may be located within a home network or an external network. The invention further relates to a method for selecting multimedia from a centralized repository and delivering the multimedia via a home-networking infrastructure to IP based multimedia devices.

Independent claim 1 is directed to a method for providing multimedia content over a network. The method comprises the step of: (a) connecting at least one multimedia device to at least one media server (Specification, p. 14, lines 6-7; FIG. 3) storing a plurality of selectable multimedia clips over a communications network (Specification, p. 7, lines 7-24; p. 14, line 14); (b) selecting one or more specific clips from said plurality of selectable multimedia clips for playing by said at least one multimedia device (Specification, p. 14, lines 12-14), with said selecting of specific clips accomplished by user interaction with a menu generated by the server using wireless

markup language (WML) standard (Specification, p. 11, lines 16-26; FIG. 3, box 320); (c) generating a playlist using WML standard in the media server wherein the selected one or more of said plurality of selectable multimedia clips is included therein (Specification, p. 14, lines 16-20; FIG. 3, box 325); (d) transferring said generated playlist from said selected media server to said at least one multimedia device (Specification, p. 14, lines 16-20; FIG. 3, box 325); and (e) rendering said playlist (Specification, p. 14, line 19; FIG. 3).

Independent claim 7 is also directed to a method for multimedia content over a network. The method comprises the steps of: (a) displaying a list of one or more media servers storing a plurality of selectable multimedia clips available to one or more multimedia devices (Specification, p. 8, lines 13-16; p. 14, lines 6-10); (b) selecting a media server from said list of one or more media servers (Specification, p. 8, lines 13-16; p. 14, lines 6-10); (c) connecting said one or more multimedia devices to said selected media server via a browser interface (Specification, p. 14, lines 6-10); (d) selecting at least one of said stored plurality of selectable multimedia clips from a menu generated by said media server for rendering by said one or more multimedia devices (Specification, p. 14, lines 11-15); (e) generating a playlist using wireless markup language (WML) standard at said media server (Specification, p. 14, lines 16-17); (f) transmitting said playlist to at least one of said multimedia devices (Specification, p. 14, lines 17-18); (g) parsing said playlist at said at least one multimedia device and transferring said selected at least one of said stored plurality of selectable multimedia clips from said selected media server to said at least one multimedia device (Specification, p. 14, lines 27-28); and (h) rendering said selected at least one of said stored plurality of selectable multimedia clips by retrieving files defined in said playlist (Specification, p. 7, lines 12-13).

Independent claim 8 is directed to a networked based multimedia delivery system comprising: (a) at least one multimedia device having input means and display means (FIG. 2) through which a user may request multimedia clips and output means through which requested multimedia clips may be played (Specification, p. 10, lines 19-22); (b) at least one media server in communications with said at least one multimedia device for generating a menu of multimedia clips, receiving input of the user request for individual multimedia clips from the multimedia device, generating a playlist file using wireless markup language (WML) standard and providing said playlist file to said at least one multimedia device in response to said user's request for multimedia clips (Specification, p. 14, lines 16-28); and (c) a local home communications network for interfacing said at least one multimedia device with said at least one media server (Specification, p. 6, lines 8-15).

Independent claim 14 is directed to a networked based multimedia delivery system that comprises: (a) at least one media server for generating a playlist file clips using wireless markup language (WML) standard from a plurality of centrally stored multimedia in response to user interaction with a menu generated by the server wherein the user identifies particular clips to be played (Specification, p. 10, lines 19-22; p. 14, lines 16-28); and (b) at least one multimedia device in communications with said at least one media server, operable to receive the playlist file from the media server and to parse the playlist file to obtain clips and play the specified playlist (Specification, p. 7, lines 27-30; p. 14, lines 16-18).

Independent claim 16 is directed to a multimedia device for use in a network based multimedia delivery system. The delivery system comprises: (a) means for automatically configuring the multimedia device on a communications network

(Specification, p. 9, lines 8-9); (b) means for displaying at least one media server in communications with the multimedia device over said communications network, wherein said at least one media server has a plurality of stored multimedia clips (Specification, p. 14, lines 6-19); (c) means for interactively searching said plurality of stored multimedia clips using all or a portion of a text string (Specification, p. 11, lines 1-8); (d) means for passively searching said plurality of stored multimedia clips (Specification, p. 10, lines 14-21); (e) means for requesting at least one of said plurality of stored multimedia clips from said at least one media server (Specification, p. 14, lines 11-15); (f) means for receiving a remotely wireless markup language (WML) standard generated playlist data file from said at least one media server over said communications network, wherein said remotely WML generated playlist data file is comprised of data identifying said requested at least one of said plurality of stored multimedia clips (Specification, p. 7, lines 7-13); (g) means for parsing said remotely generated data file (Specification, p. 7, lines 27-30); and (h) means for displaying said remotely generated data file with local data (Specification, p. 10, lines 14-26).

VI. Grounds of Rejection to be Reviewed on Appeal (37 C.F.R. § 41.37(c)(1)(vi))

The ground of rejection to be reviewed on appeal is whether claims 1-10, 12-14, 16-18, and 20 are patentable under 35 U.S.C. § 103(a) over U.S. Patent No. 6,192,340 to Abecassis ("Abecassis") in view of U.S. Patent No. 5,616,876 to Cluts ("Cluts"), and in further view of U.S. Patent No. 6,662,224 to Angwin ("Angwin").

VII. *Argument (37 C.F.R. § 41.37(c)(1)(vii))*

A. *Claims 1, 2-6, 17, 18, and 20*

On page four of the final Office Action, claims 1-10, 12-14, 16-18, and 20 were rejected under 35 U.S.C. § 103(a) over Abecassis in view of Cluts, and in further view of Angwin. Appellant respectfully traverses this rejection.

Claim 1 recites:

A method for providing multimedia content over a network, comprising the steps of:

(a) connecting at least one multimedia device to at least one media server storing a plurality of selectable multimedia clips over a communications network;

(b) selecting one or more specific clips from said plurality of selectable multimedia clips for playing by said at least one multimedia device, with said selecting of specific clips accomplished by user interaction with a menu generated by the server using wireless markup language (WML) standard;

(c) generating a playlist using WML standard in the media server wherein the selected one or more of said plurality of selectable multimedia clips is included therein;

(d) transferring said generated playlist from said selected media server to said at least one multimedia device; and

(e) rendering said playlist.

In the November 18, 2005 final Office Action, the Examiner stated:

Abecassis does not explicitly indicate selecting specific clips accomplished by user interaction with a menu generated by the server and that the menu interaction and rendered list are distributed using WML standard only that is should be a type of search engine.

. . . Angwin discloses a system that provides communication and menu interfaces to types of multimedia devices (Column 1, line 66 - Column 2, line 2), wherein the system provides WML standard to those pervasive devices (Column 2, lines 63-65; Column 5, lines 16-25).

Office Action, dated November 18, 2005, at p. 3-4. In response, Appellant noted that Angwin only discloses or suggests one-way communication - from the multimedia

device to the display server. In contrast, the present invention is directed to two-way communication between the multimedia device and the media server.

Angwin discloses a system that provides an alternative display for pervasive computing devices (e.g. a personal digital assistant (PDA)). In Angwin, a PDA 22 communicates with a network 30 and "then utilizes the display server 26 to either replicate or replace display of the data processing system 20, 22 [PDA]." Angwin, Col. 4, lines 45-47. PDA 22 provides display information to the display server 26 using WML. However, nowhere in Angwin is it taught or suggested that display server 26 sends information back to PDA 22. Accordingly, Angwin does not teach or suggest "generating a playlist using WML standard in the *media server*" and "transferring said generated playlist from said selected media server to said at least one multimedia device," as recited in claim 1.

Nothing in Angwin suggests using the one-way communication protocol in a two-way system. More specifically, Angwin does not teach or suggest transmitting information from the display server to the multimedia device using WML or any other protocol.

In the Advisory Action dated July 29, 2005, in response to Appellants' arguments, the Examiner stated:

Regarding claim 1, the applicant argues that the reference, Angwin, does not disclose generating a playlist using WML standard in the media server and transferring said generated playlist from said selected media server to said at least one multimedia device. The examiner disagrees, as seen in the office action, the reference, Abecassis teaches a system with a media server rendering a playlist and transferring it to a multimedia device, all the examiner relies on the teaching of the reference Angwin is the teaching that a server or computer can transfer rendered interactive user interfaces to pervasive multimedia devices and that transfer can be performed using a protocol such as WML format in order to allow a

multimedia device such as a PDA easily understand the display and interact with the device using it. Such a format will allow a device such as the media server in Abecassis to transfer interactive interfaces to many types of multimedia devices such as ones that receive display information in the WML format.

Advisory Action, dated February 8, 2006, at p. 2 (emphasis added). Claim 1 is patentable over Abecassis, Angwin, and Cluts, alone or in combination, because there is no prima facie case of obviousness.

Three basic criteria must be met to establish a prima facie case of obviousness.

First, there must be some suggestion or motivation, either in the references themselves or in the knowledge generally available to one of ordinary skill in the art, to modify the reference or to combine reference teachings. Second, there must be a reasonable expectation of success. Finally, the prior art reference (or references when combined) must teach or suggest all the claim limitations.

M.P.E.P. § 2143. Abecassis and Angwin, alone or in combination, do not teach or suggest each and every element of claim 1. Specifically, Angwin does not teach or suggest "generating a playlist using WML standard in the media server," as recited in claim 1. Angwin discloses a pervasive multimedia device (PDA 22) that provides display information to a monitor (display server 26) using WML. Apparently, the Examiner has mischaracterized Angwin by stating that "a server can transfer rendered interactive user interfaces to pervasive multimedia devices." Advisory Action, dated February 8, 2006, at p. 2. However, nowhere in Angwin does it teach or suggest that the display server can send information to the pervasive multimedia device, let alone send information to the multimedia device using WML.

The display server in Angwin merely receives information and displays it. It does not send information back to the multimedia device. The alternative display system of Angwin is only capable of one-way communication, from the pervasive device to the

display server. In contrast, claim 1 is directed to a system designed for two-way communication between the multimedia device and the media server using WML.

Assuming *arguendo*, that the Angwin system is capable of two-way communication, Angwin still does not teach or suggest that the display server generates a playlist using WML standard and sends it to the pervasive multimedia device. Accordingly, Angwin fails to teach or suggest "generating a playlist using WML standard in the media server," and "transferring said generated playlist from said selected media server to said at least one multimedia device," as recited in claim 1.

Additionally, there is no motivation to combine Abecassis and Angwin. Section 2143.01 (I) of the M.P.E.P states:

[t]here are three possible sources for a motivation to combine references: the nature of the problem to be solved, the teachings of the prior art, and the knowledge of persons of ordinary skill in the art." *In re Rouffet*, 149 F.3d 1350, 1357, 47 USPQ2d 1453, 1457-58 (Fed. Cir. 1998) (The combination of the references taught every element of the claimed invention, however without a motivation to combine, a rejection based on a *prima facie* case of obvious was held improper.). The level of skill in the art cannot be relied upon to provide the suggestion to combine references. *Al-Site Corp. v. VSI Int'l Inc.*, 174 F.3d 1308, 50 USPQ2d 1161 (Fed. Cir. 1999).

M.P.E.P. § 2143 (I). There is no suggestion or motivation, either in the prior art or in the knowledge generally available to one ordinary skilled in the art, at the time of the invention, to combine Angwin and Abecassis. Further, the nature or problem to be solved is different in each of the references. Angwin is concerned with providing alternative displays for pervasive computing devices with displays that "may be too small to see at a distance or too difficult to read without distraction" Angwin, Col. 1, lines 34-45. In Abecassis, the nature of the problem to be solved is to provide "music that is responsive to a user's music preferences applied to the user's audio library with a playing of real-time information that is responsive to the user's information preferences."

Abecassis, Col. 1, lines 7-12. Accordingly, there is no motivation to combine Abecassis and Angwin.

Cluts is not used to supply the teachings missing from Angwin. Therefore, there is no prima facie case of obviousness with respect to claim 1 for at least the reason that the cited references, alone or in combination, do not teach or suggest each and every feature of claim 1. Accordingly, the rejection of claim 1 under 35 U.S.C. § 103(a) is improper and should be reversed.

Claims 2-6, 17, 18, and 20 depend from claim 1. For at least the reasons provided above with respect to claim 1, and further in view of their own features, claims 2-6, 17, 18, and 20 are patentable over Abecassis, Angwin, and Cluts, alone or in combination. Accordingly, the rejection of claims 2-6, 17, 18, and 20 under 35 U.S.C. § 103(a) is improper and should be reversed.

B. Claims 7-10, 12-14, and 16

Claim 7 recites, among other features:

generating a playlist using wireless markup language (WML) standard at said media server.

Claim 8 recites, among other features:

at least one media server in communications with said at least one multimedia device for generating a menu of multimedia clips, receiving input of the user request for individual multimedia clips from the multimedia device, generating a playlist file using wireless markup language (WML) standard

Claim 14 recites, among other features:

at least one media server for generating a playlist file clips using wireless markup language (WML) standard from a plurality of centrally stored multimedia in response to user interaction with a menu generated by the server wherein the user identifies particular clips to be played

Claim 16 recites, among other features:

means for receiving a remotely wireless markup language (WML) standard generated playlist data file from said at least one media server over said communications network. . . .

Each of the above feature in claims 7, 8, 14, and 16 is similar to the "generating a playlist using WML standard in the media server" feature of independent claim 1, distinguished above with respect to Angwin. Accordingly, for at least the same reasons provided above with respect to independent claim 1, Angwin does not teach or suggest: "generating a playlist using wireless markup language (WML) standard at said media server," as recited in claim 7; "at least one media server in communications with said at least one multimedia device for generating . . . a playlist file using wireless markup language (WML) standard," as recited in claim 8; "at least one media server for generating a playlist file clips using wireless markup language (WML) standard," as recited in claim 14; and "means for receiving a remotely wireless markup language (WML) standard generated playlist data file from said at least one media server," as recited in claim 16.

Therefore, there is no *prima facie* case of obviousness with respect to claims 6, 12, and 16 for at least the reason that the cited references, alone or in combination, do not teach each and every feature of claims 7, 8, 14, and 16. Accordingly, the rejection of claims 7, 8, 14, and 16 under 35 U.S.C. § 103(a) is improper and should be reversed.

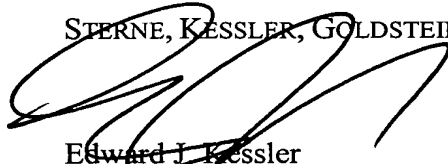
Claims 9, 10, 12 and 13 depend from claim 8. These dependent claims are patentable over Abecassis, Angwin, and Cluts, alone or in combination, for at least the reasons provided with respect to claim 8, and further view of their own features. Accordingly, the rejection of claims 7-10, 12-14, and 16 under 35 U.S.C. § 103(a) is improper and should be reversed.

C. Conclusion

The subject matter of claims 1-10, 12-14, 16-18, and 20 is patentable over the cited art because the Examiner has failed to show that each and every feature of the claimed embodiments is taught in the cited references. Therefore, Appellants respectfully request that the Board reverse the Examiner's final rejection of these claims under 35 U.S.C. § 103(a) and remand this application for issue.

Respectfully submitted,

STERNE, KESSLER, GOLDSTEIN & FOX P.L.L.C.



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VIII. Claims Appendix

1. A method for providing multimedia content over a network, comprising the steps of:

(a) connecting at least one multimedia device to at least one media server storing a plurality of selectable multimedia clips over a communications network;

(b) selecting one or more specific clips from said plurality of selectable multimedia clips for playing by said at least one multimedia device, with said selecting of specific clips accomplished by user interaction with a menu generated by the server using wireless markup language (WML) standard;

(c) generating a playlist using WML standard in the media server wherein the selected one or more of said plurality of selectable multimedia clips is included therein;

(d) transferring said generated playlist from said selected media server to said at least one multimedia device; and

(e) rendering said playlist.

2. The method of claim 1 wherein said communications network is a local home communications network.

3. The method of claim 1 wherein said communications network is a public communications network.

4. The method of claim 1 wherein said communications network is the Internet.

5. The method of claim 1 wherein said playlist file comprises audio data.
6. The method of claim 1 further comprising the steps of:
 - (a) displaying a list of said media servers connected to said at least one multimedia device; and
 - (b) selecting one of said media servers from said list of said media servers connected to said at least one multimedia device.
7. A method for providing multimedia content over a network, comprising the steps of:
 - (a) displaying a list of one or more media servers storing a plurality of selectable multimedia clips available to one or more multimedia devices;
 - (b) selecting a media server from said list of one or more media servers;
 - (c) connecting said one or more multimedia devices to said selected media server via a browser interface;
 - (d) selecting at least one of said stored plurality of selectable multimedia clips from a menu generated by said media server for rendering by said one or more multimedia devices;
 - (e) generating a playlist using wireless markup language (WML) standard at said media server;
 - (f) transmitting said playlist to at least one of said multimedia devices;

(g) parsing said playlist at said at least one multimedia device and transferring said selected at least one of said stored plurality of selectable multimedia clips from said selected media server to said at least one multimedia device; and

(h) rendering said selected at least one of said stored plurality of selectable multimedia clips by retrieving files defined in said playlist.

8. A networked based multimedia delivery system comprising:

(a) at least one multimedia device having input means and display means through which a user may request multimedia clips and output means through which requested multimedia clips may be played;

(b) at least one media server in communications with said at least one multimedia device for generating a menu of multimedia clips, receiving input of the user request for individual multimedia clips from the multimedia device, generating a playlist file using wireless markup language (WML) standard and providing said playlist file to said at least one multimedia device in response to said user's request for multimedia clips; and

(c) a local home communications network for interfacing said at least one multimedia device with said at least one media server.

9. The networked based multimedia delivery system of claim 8 further comprising:

(a) an access link for connecting said local home communication network to said at least one media server over a public communications network; and

(b) an access gateway for translating communications protocols between said local home communications network and said access link.

10. The networked based multimedia delivery system of claim 9 wherein said public network is the Internet.

11. (Cancelled)

12. The networked based multimedia delivery system of claim 8 wherein said multimedia device is designed to

- (a) be automatically configured on said local home communications network;
- (b) resolve a host name in a URL using DNS call;
- (c) issue HTTP request;
- (d) receive HTTP responses containing MIME objects;
- (e) display WML and HTML content;
- (f) parse said playlist;
- (g) interactively search a database of track, album, and playlist information;
- (h) mix said playlist with local content; and
- (i) receive channels of multimedia clips from said media server.

13. The networked based multimedia delivery system of claim 8 wherein said multimedia device is designed to

- (a) be automatically configured on said local home communications network;
- (b) issue HTTP request;

- (c) receive HTTP responses containing MIME objects
- (d) display WML and HTML content;
- (e) parse said playlist; and
- (f) mix said playlist with local content.

14. A networked based multimedia delivery system comprising:

- (a) at least one media server for generating a playlist file clips using wireless markup language (WML) standard from a plurality of centrally stored multimedia in response to user interaction with a menu generated by the server wherein the user identifies particular clips to be played; and
- (b) at least one multimedia device in communications with said at least one media server, operable to receive the playlist file from the media server and to parse the playlist file to obtain clips and play the specified playlist.

15. (Cancelled)

16. A multimedia device for use in a network based multimedia delivery system comprising:

- (a) means for automatically configuring the multimedia device on a communications network;
- (b) means for displaying at least one media server in communications with the multimedia device over said communications network, wherein said at least one media server has a plurality of stored multimedia clips;
- (c) means for interactively searching said plurality of stored multimedia clips using all or a portion of a text string;

(d) means for passively searching said plurality of stored multimedia clips;

(e) means for requesting at least one of said plurality of stored multimedia clips from said at least one media server;

(f) means for receiving a remotely wireless markup language (WML) standard generated playlist data file from said at least one media server over said communications network, wherein said remotely WML generated playlist data file is comprised of data identifying said requested at least one of said plurality of stored multimedia clips;

(g) means for parsing said remotely generated data file; and

(h) means for displaying said remotely generated data file with local data.

17. The method of claim 1, wherein said multimedia device is connected to said media server via a TCP/IP network, and the step of selecting at least one of said plurality of selectable multimedia clips is performed on said media server using a browser interface provided to said multimedia device by said media server.

18. The method of claim 17, wherein said media server generates said playlist in response to said selection of multimedia clips received from said multimedia device.

19. (Cancelled)

20. The method of claim 18, wherein said step of rendering said playlist is performed by the multimedia device, and comprising the further steps of:

parsing said playlist in said multimedia device; and

retrieving digital multimedia files specified in said playlist over said communications network in response to said parsing operation for playback at said multimedia device.

IX. Evidence Appendix

None.

X. Related Proceedings Appendix

None.